

## CLAIMS

1. A game or entertainment apparatus for use in conjunction with a digital video player and display comprising:
  - 5 - a media containing apparatus containing a media file having programming instructions to control movement of the media reader through the media file upon receipt of instructions from a controller; and
  - wherein said media file directs and programs the media file reader to  
10 alternative memory locations in the media file to display screen images to construct an interactive game and controls the responses of the media file reader to the signals from the controller.
2. A game apparatus for use with a media file reading and display apparatus  
15 operable by wireless signals through a wireless signal receiver including:
  - at least two wireless signal transmitter units for producing wireless signals in response to user inputs; and
  - means to resolve near simultaneous operation of said transmitter units  
20 so as to determine at least the first such unit operated and allow only operational code from the first such unit to be processed by the wireless signal receiver of the media file reading and display apparatus.
3. A game apparatus as claimed in claim 2 wherein the means to resolve are  
25 contained in each of the wireless transmitter units and receive signals from wireless signal receivers contained in each transmitter unit.

4. A game apparatus as claimed in claim 3 wherein the wireless transmitter units  
comprise remote controls for a digital video machine
5. A game apparatus as claimed in claim 2 wherein the means to resolve to  
5 determine the first transmission and halt any further transmission by units  
other than that producing the first transmission
6. A game apparatus as claimed in claim 2 wherein each transmission comprises  
a comparison portion and an operational portion such that the comparison  
10 portion can be resolved by the means to resolve to determine the first unit  
transmitting and only that unit continues to transmit an operational portion of  
signal.
7. A method of providing interactive multiplayer game play or entertainment  
15 with remote controls comprising the steps of:
- utilizing an initial signal from said remote controls to determine the  
first control operated upon near simultaneous operation of said remote  
controls; and
  - utilizing a subsequent signal transmission from only the remote control  
20 selected as the first transmitter to perform a subsequent operation in the  
game play or entertainment system.
8. A programmed digital video disc for use with interactive games on a DVD  
player including:

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- a plurality of video files at specified locations; and
- wherein the file also contains instructions to alter the address location memorised in the DVD player such that the sequential determination of the subsequent address location that the DVD player moves to may be other than the subsequent physical address location on the disc.

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9. An interactive game system for use with a DVD player including the following:

- a disc programmed containing a plurality of video files and address instructions to alter the address location the DVD player holds in memory so as to alter the next sequential address location to which the DVD player would normally address.
- at least one remote control having a plurality of outputs to further alter the address location to which the DVD player may subsequently play.

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